BANDAI®

INSTRUCTION BOOKLET

NES-EC-USA

STREET COP™

This cassette is exclusively for POWER PAD, sold separately.

SIDE B

Use B-side of the POWER PAD.

Licensed by Nintendo for play on the

Nintendo® ENTERTAINMENT SYSTEM®

BANDAI®

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Thank you very much for purchasing Bandai's STREET COP GAME PAK for NES and Power Pad. In order for you to enjoy the game as much as possible, please read these instructions.

Playing STREET COP requires more than just using your controller. Instead, it takes your entire body to operate the POWER PAD, just like a sport. With our STREET COP, you can exercise both your brain and body while you enjoy yourself playing! Please use the B side of the POWER PAD for this game.

Be sure to do warm-ups before you start playing.

Be sure you do not bother other people while playing.

Be sure not to play too long to avoid fatigue. One hour a day is the appropriate playing time.

NOTE: Please note that some of the photographs contained in this instruction booklet are different from the actual visuals on screen.

Precautions

1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

POWER PAD™
SERIES

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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Please read these Instructions before you start playing.

1. HOW TO CONNECT THE POWER PAD

STREET COP is used with the B-side of the Power Pad. The A-side cannot be used with this Game Pak.

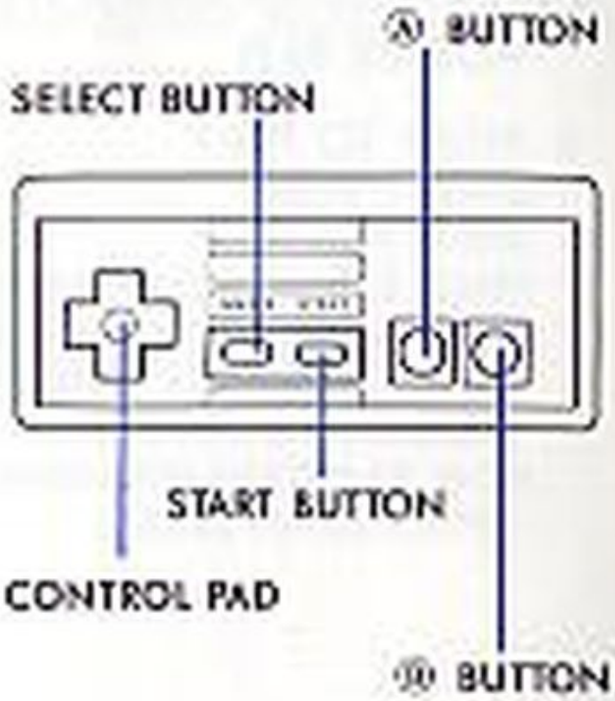
HOOKING UP

For connection of the NES
TV and adjustment of the monitor screen, please refer to the instructions for the family computer and TV respectively.

1) Switch the power of the NES OFF

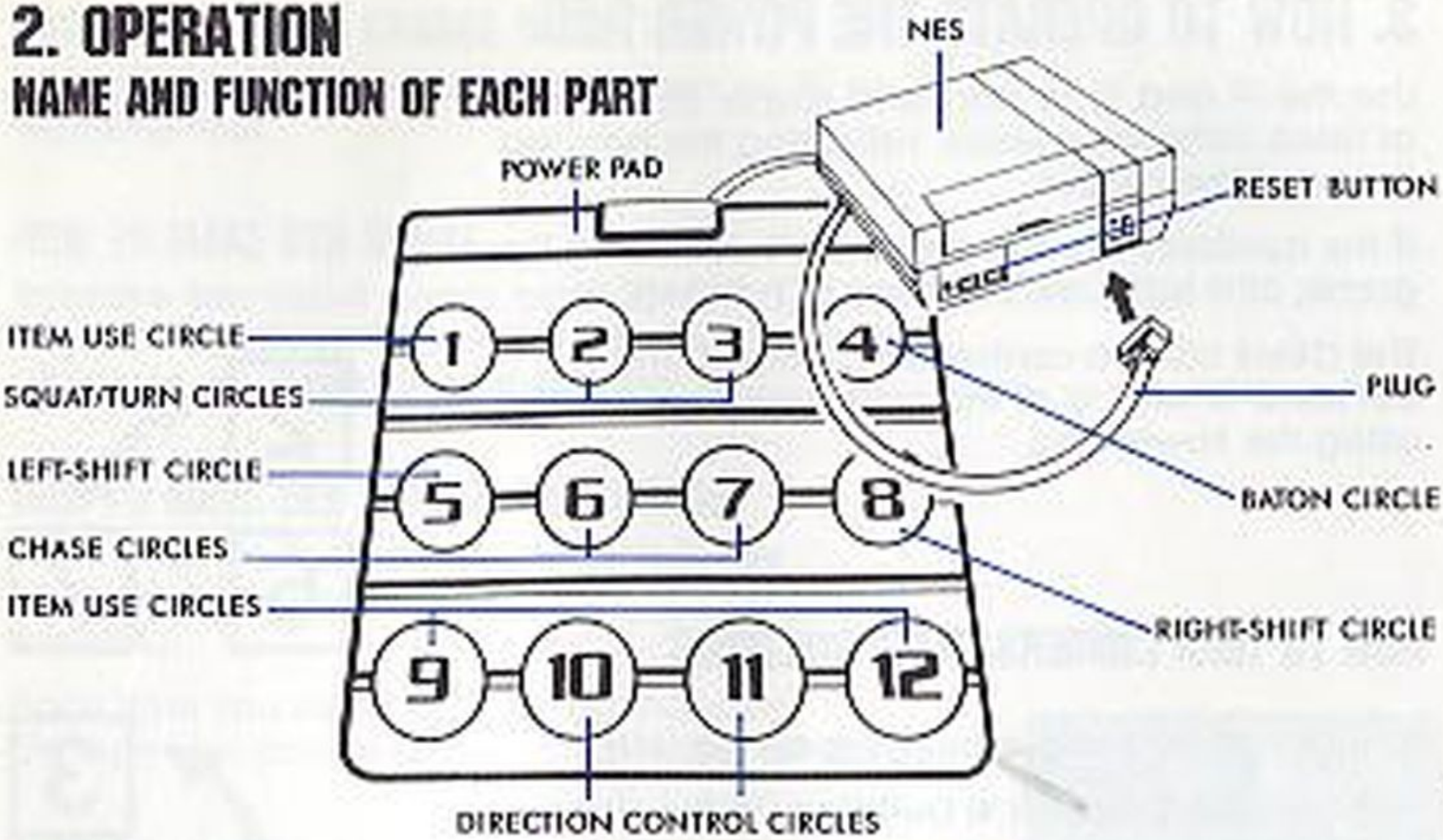
2) Insert the plug of the Power Pad securely into the expand connector on the face of the NES.

3) Insert the cassette and spread the Pad neatly before switching the power of the NES.



2. OPERATION

NAME AND FUNCTION OF EACH PART



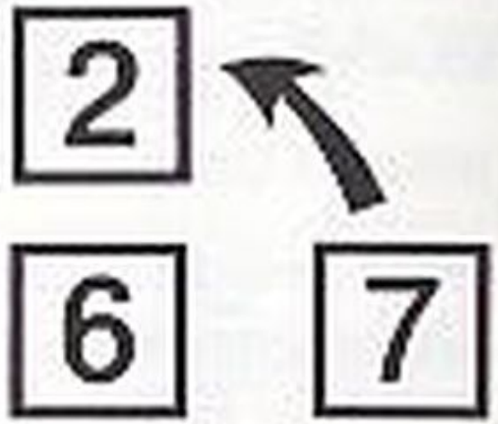
SELECT BUTTON .... for selecting START or CONTINUE after a game is over.
START BUTTON ..... for starting a game.
"Ⓑ" BUTTON ..... for firing pistol and/or throwing ITEMS.
"Ⓐ" BUTTON ..... for swinging the baton.
Control Pad is NOT used

3. HOW TO OPERATE THE POWER PAD

Use the 6 and 7 to start and chase. BEN moves at three different speeds, reflecting the running speed of the player.

If the numbers are not pushed after starting the game, BEN just jumps instead of running.

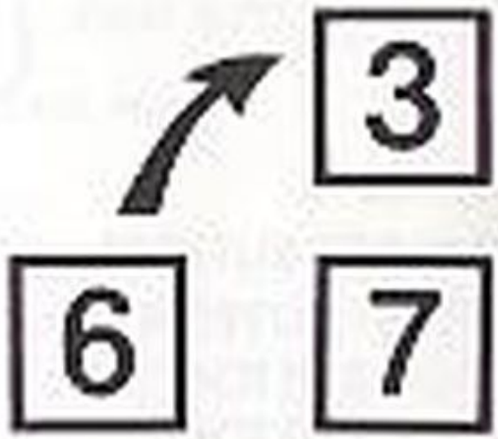
The ITEMS can be controlled by operating BUTTONS Ⓐ and Ⓑ of the controller instead of using the Power Pad.



HOW TO TURN CORNERS/ENTER BUILDINGS

To turn left, (to enter a building on the left)

To turn right, (to enter a building on the right)



Step on 2 or 3 and then put your foot back to the number you were on before the turn, and continue walking by pressing 1, 7.

HOW TO MAKE BEN CHANGE DIRECTIONS

To make Ben change directions step on [12] or [11] with one foot.

HOW TO MAKE BEN SQUAT

To make Ben squat down, push [2] and [3] simultaneously with your hands while keeping your feet on [8] and [7] of the Power Pad.

HOW TO MAKE BEN CHANGE HIS COURSE

Each time you step on [6], BEN gradually changes his course to the right (moving forward).

Each time you step on [5], BEN gradually changes his course to the left (moving forward).

HOW TO USE THE BATON

To make BEN swing his baton, step on (or push with your hand) [4]. A push on the Ⓑ BUTTON of the controller will also work.

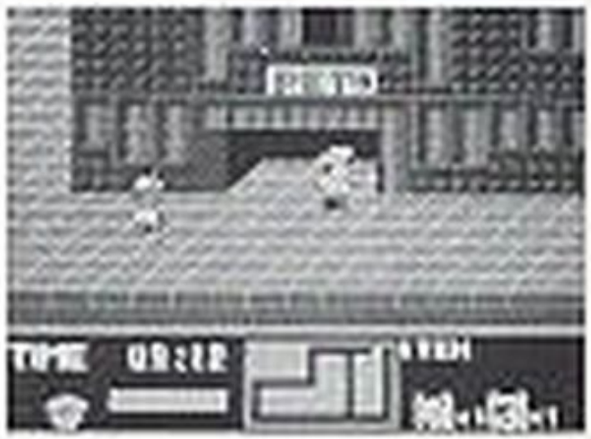
HOW TO OPERATE THE ITEMS

The ITEMS can be obtained either by taking them from the culprit or picking them up from a store. Each item can be used as many times as are shown on the ITEM DISPLAY.

Each time you step on [1], [9] or [12], the ITEMS can be used until the item display registers "0".

[1]...can of coke, fire-cracker, orange, pistol, mustard.

[9], [12]...V-MAX turbo drink, hyper-drink, dog whistle.



The ITEMS can NOT be used in the following locations: sewer, petshop, police station, hamburger shop, subway.

4. HOW TO PLAY

"LITTLE BEN" is a rookie cop fresh out of the Police Academy. He grew up on the crime-ridden streets of this city. As a young boy he dreamed of one day becoming a great detective so he could help clean up the streets of his neighborhood and give them back to the decent people who live there. His success is up to you.

TITLE SCREEN

When the set is plugged in, the TITLE SCREEN will be displayed. Pressing the "START" button will change the display to a WANTED SCREEN.

WANTED SCREEN

This will show the wanted culprit and his/her cohort(s). The screen will then automatically change into the GAME SCREEN. Once all the culprits are caught, the screen will show the wanted poster with an "X" over it and automatically move on to the next stage.

ON-SCREEN INDICATORS

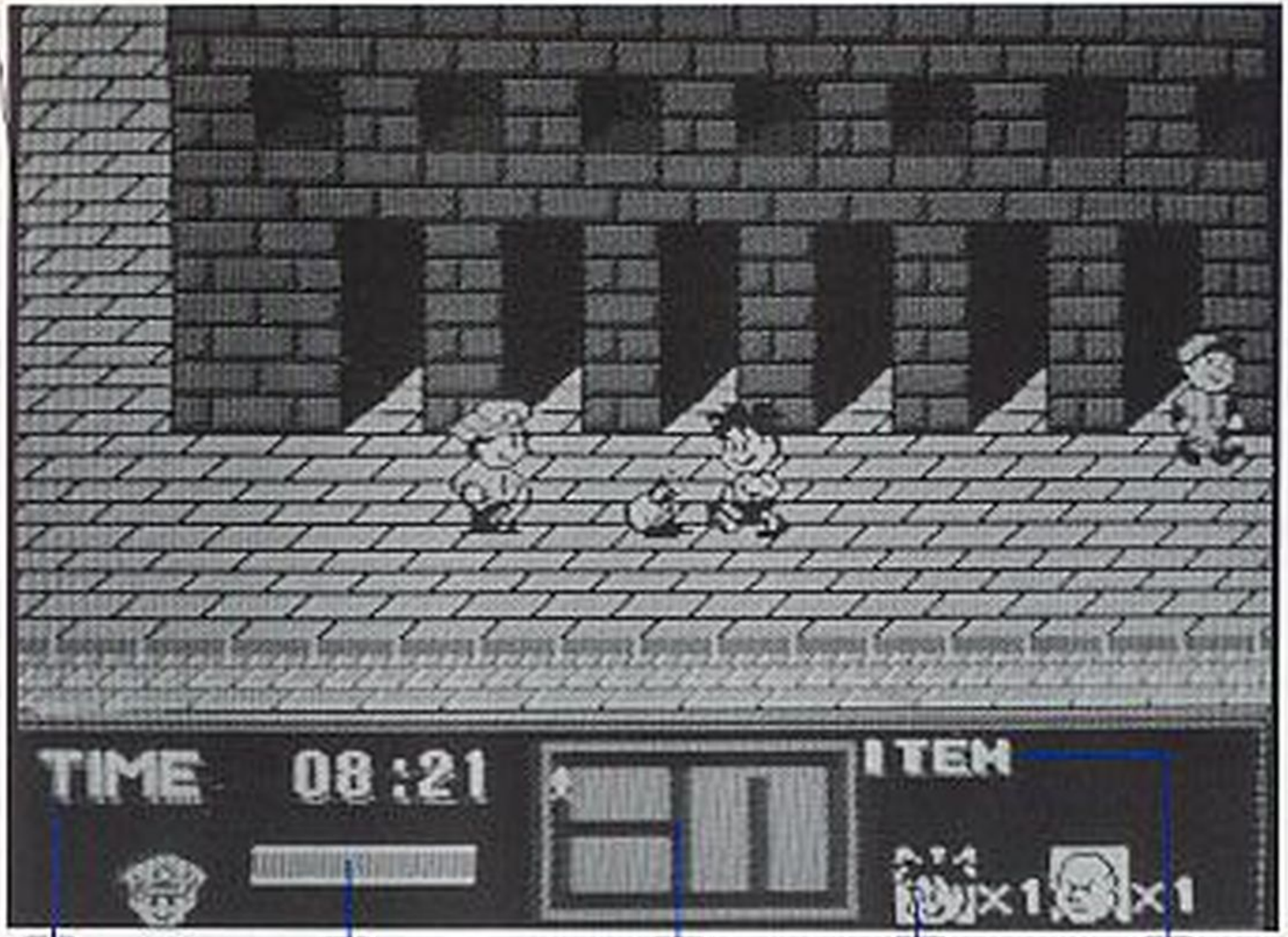
[1] TIME INDICATOR:
This indicates how much time is left for the arrest.

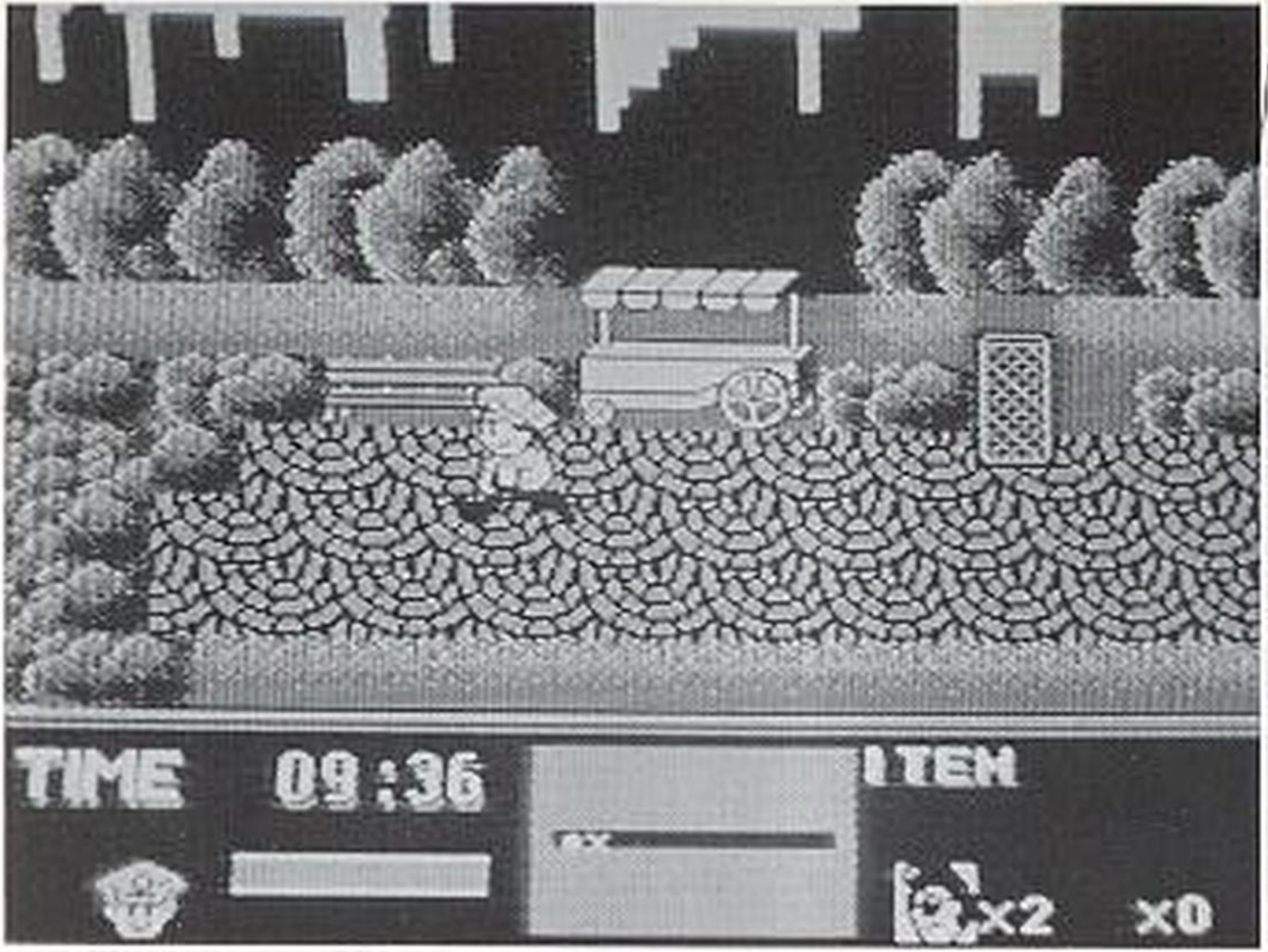
[2] POWER METER:
The number on this indicator decreases when "Little" Ben is attacked by a culprit or if he bumps into something.

[3] MAPS

[4] CULPRIT INDICATOR:
This shows the culprit and his cohorts or minions.

[5] ITEM INDICATOR:
This indicates the items that may be used in each stage.


TIME
08:21
ITEM
×1
×1
1
2
3
4
5


TIME
09:36
ITEM
x2
x0

STAGE 1: PARK

SNATCHER JOE
Age 29, 6'0", 165 lbs.

A purse snatcher who usually robs in the parks, Joe steals from people in order to get money for partying. He appears mainly in parks. His criminal record is an astonishingly long one, but it is comprised only of minor offenses. When he is paroled, he immediately goes back to stealing. He is constantly arrested and released without ever learning his lesson.

COHORT

METHOD FOR INVESTIGATION AND ARREST

When Joe's cohort is caught, Joe appears. Arrest him using the baton or the item. *These crooks seem to have a habit of hiding themselves in trash cans...When Joe is arrested, an "X" appears on his wanted poster, and the wanted poster of the boss and his cohorts in the next stage will be displayed on screen.

ITEM

COKE CAN: throw the can to cause damage to the culprit.

STAGE 2: HARLEM

SPEEDY LOUIS
Age 27, 6'4", 175 lbs.

The leader of the Louis Army, a group of purse snatchers. Since he was a little boy, Louis has always been a fast runner; but not only that, his hands can move so fast that he is convinced robbery is his life's calling. His robbing has continued to this very day.

METHOD FOR INVESTIGATION AND ARREST

Common methods used in ordinary cases would not be very effective in trying to capture Speedy Louis. The key is to obtain an item that will enable "LITTLE" BEN to run as fast as Louis.

When the game is over, the CONTINUE SCREEN will appear. Choose either the SELECT button to go back to the first stage or the START button to resume and repeat the game from the present stage.

COHORTS

ITEMS

BOMB: throw this at the culprit to injure him.
V-MAX TURBO DRINK: this enables "Little" Ben to run at high speed.

STAGE 3: WAREHOUSE AREA

ANIMAL S
Age 32, 6'3", 290 lbs.

A former football player. Since he received a heavy blow to his head during a football game, destroying things has become his only pleasure.

When Animal strikes someone, he can feel the blood rush to his head. A truly frightening character.

METHOD FOR INVESTIGATION AND ARREST

Animal S is powerful and persistent all the way through! He will always come charging at "LITTLE" BEN, so either dodge and attack him in perfect timing, or get hold of the ITEMS and utilize them.

*In each stage, there are other unmentioned ITEMS. Some will lengthen time, others increase power.

COHORT

ITEMS

ORANGE: throw it at the culprit to injure him.
HYPER DRINK: this will increase "Little" Ben's power so that he becomes virtually invincible for a limited time (a fatal item against Animal S!).

STAGE 4: CONSTRUCTION SITE

BIG BURGER
Age 35, 5'10", 275 lbs.

A habitual eat-and-run offender, a fast food restaurant plunderer. He is especially fond of hamburgers. He downs as much as he can and then runs away. When not eating, he likes to climb up very tall buildings to daydream. He has ruined quite a number of restaurants so far.

METHOD FOR INVESTIGATION AND ARREST

"LITTLE" BEN has received information that Big Burger is supposed to be at the highest place in the area, the construction site of a skyscraper. Watch out for objects falling from above since the site is still under construction and dangerous!! Starting with this stage, "LITTLE" BEN can use the DOG WHISTLE to get help from a police dog to capture an offender. There appears to be a spy in town...Be careful with this guy! It is also reported that Big Burger hates mustard.

COHORTS

ITEMS

MUSTARD: throw this at someone who hates it to cause damage.
DOG WHISTLE: when this whistle is blown, the police dog Pochi will come running and jump at the culprit.

STAGE 5: DOWNTOWN

BLOODY BETTY
Age 19, 5'7", 120 lbs.

A former female gang leader, now a habitual extorter. Good at knife-throwing. Initially Betty was a good kid but a poverty-stricken family environment and a cruel world have turned her into a cold hearted person. She has a habit of saying, "It's all because of poverty!"

COHORTS

METHOD FOR INVESTIGATION AND ARREST

Betty goes to a number of stores. Go into every single store to look for her. While doing this, "LITTLE" BEN might find some useful ITEMS. Watch out for her knives! They can be dangerous! If "LITTLE" BEN fails to arrest her, she will run away to another town. So be careful!

ITEMS

BOMB: throw this at the culprit to cause some damage.
DOG WHISTLE: when DOG WHISTLE is blown, police dog Pochi will come running to help.

STAGE 6: BUSINESS DISTRICT

DON MAYONECHEESE
Age 68, 5'4", 154 lbs.

Though known as a businessman, he is really the second boss of the mafia family Mayonecheese. He is a coward who hates anything and everything painful, even if it's just an inoculation. But, he loves to show off his bravado. He has a bulletproof jacket on at all times. He has no fear of dogs.

METHOD FOR INVESTIGATION AND ARREST

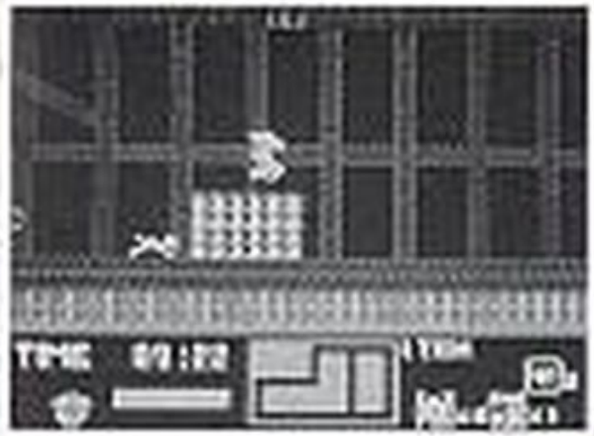
This is the final decisive battle against the most powerful mafia in Manhattan, the Mayonecheese family! BEN doesn't know which of the three hideouts in three towns the boss is at. Use the subway to go from one town to another in search of him. Don't shoot unnecessarily since a heavy shoot-out is expected to take place! First, get hold of the key and march into the boss's house!

COHORTS

Use your NES controller in conjunction with the POWER PAD to allow BEN to shoot more rapidly! You can do it, "LITTLE" BEN!

ITEMS

DOG WHISTLE: when this is blown, police dog Pochi will come running to help.
BULLET: shoot to knock down the enemy.
KEY: without this, "LITTLE" BEN cannot get into the hideouts.



LOCATIONS

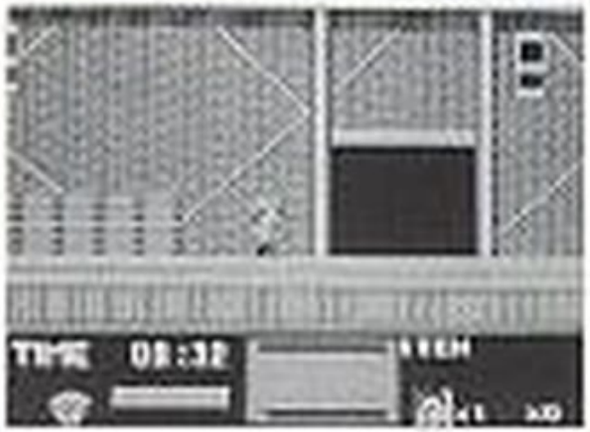
SUBWAY: When "LITTLE" BEN enters a building with a "SUBWAY" sign, the screen display changes to a subway platform. Once he goes through the doorway into the train, he can go to the next town.

SEWER: When "LITTLE" BEN falls into a manhole in the street, he lands in the sewer! He has to get back up on the street as soon as possible, because the time spent underground is time wasted. He has to dodge the rats coming at him and jump at the stone stairs to finally reach street level.

WAREHOUSE AREA: The location for Stage 3 is two streets with a warehouse between them. As "LITTLE" BEN enters the warehouse, jumps over to dodge the obstacles inside, and goes out of the exit, he will find himself on the other street.

CONSTRUCTION SITE: "LITTLE" BEN must dodge the steel frames falling from above as he climbs up a structure under construction. When going to upper floors, he will jump up the stairs.

GANG HIDEOUTS: The first thing to do is to knock down the minions and get the key because without the key, "LITTLE" BEN cannot go into the hideouts. He will go further and further into a hideout as he knocks down the minions one after another. If he can't find the boss even when he reaches the last room, he has to move on to the hideout in the next town.



Some rooms will have their entrance in the front.

NOTE: As "LITTLE" BEN goes into various buildings, he may obtain ITEMS or run into the culprits. Let's find them.

HOW TO OBTAIN THE ITEMS FOR CULPRIT ARREST

ITEM DESCRIPTION

*ITEM NAME
STAGE TO BE USED IN
METHOD FOR OBTAINING

*COKE CAN
Stage 1
In front of vendor's wagon, etc.

*BOMB
Stages 2, 5
Knock down a culprit to get it.

*V-MAX TURBO DRINK
Stage 2
Sometimes appears when a culprit is brought down.

*ORANGE
Stage 3
Lying in warehouse.

*HYPER DRINK
Stage 3
Appears when a criminal is brought down.

*MUSTARD
Stage 4
Get it at a hamburger shop.

*DOG WHISTLE
Stages 4, 5, 6
Get it at a pet shop.

*BULLET
Stage 6
Go into a police station to get it.

*KEY
Stage 6
Appears when a culprit is brought down.

*There are other ITEMS that increase BEN'S power or lengthen the time available for BEN.

5. USEFUL TIPS FOR PLAYING STREET COP

Before you start playing, be sure to do knee-bends, jumps and so on to warm up. Starting a hard exercise suddenly is not good for your health.

If you have difficulty playing because of sliding or moving of the Pad, place a vinyl carpet or other material underneath the Pad. It will also help to muffle the noise.

PLAYING TOO MUCH IS NOT GOOD FOR YOUR HEALTH!

TRY NOT TO PLAY MORE THAN ONE HOUR A DAY.

90-Day Limited Warranty

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: (213) 926-0947. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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